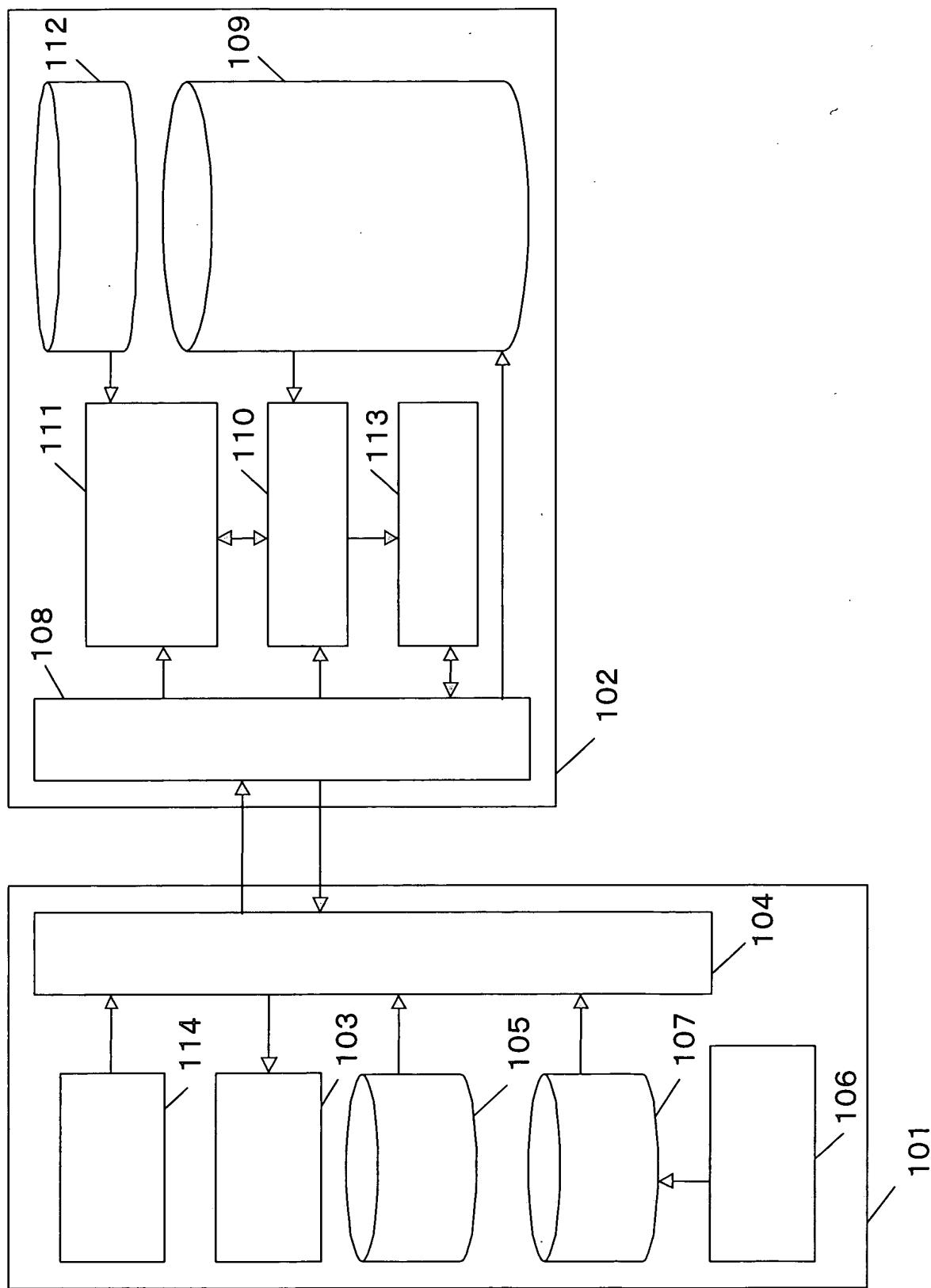


FIG. 1



```
<?xml version="1.0"?>
<rdf:RDF xmlns:rdf="http://www.w3.org/1999/02/22-rdf-syntax-ns#">
<rdf:Description>
<prf:Vendor>Panasonic</prf:Vendor>
<prf:ImageCapable>Yes</prf:ImageCapable>
<prf:ColorCapable>Yes</prf:ColorCapable>
<prf:BitsPerPixel>24</prf:BitsPerPixel>
<prf:ScreenSize>120x102</prf:ScreenSize>
<prf:Gamma>2.1 </prf:Gamma>
<prf:RedColorant>(0.64,0,33)</prf:RedColorant>
<prf:GreenColorant>(0.30,0,60)</prf:GreenColorant>
<prf:BlueColorant>(0.15,0,06)</prf:BlueColorant>
<prf:WhiteColorant>(0.3127,0,3290)</prf:WhiteColorant>
<prf:Luminance>100</prf:Luminance>
<prf:AmbientIlluminant>dark</prf:AmbientIlluminant>
<prf:CcppAccept>
<rdf:Bag>
<rdf:li>image/gif</rdf:li>
</rdf:Bag>
</prf:CcppAccept>
</rdf:Description>
</rdf:RDF>
```

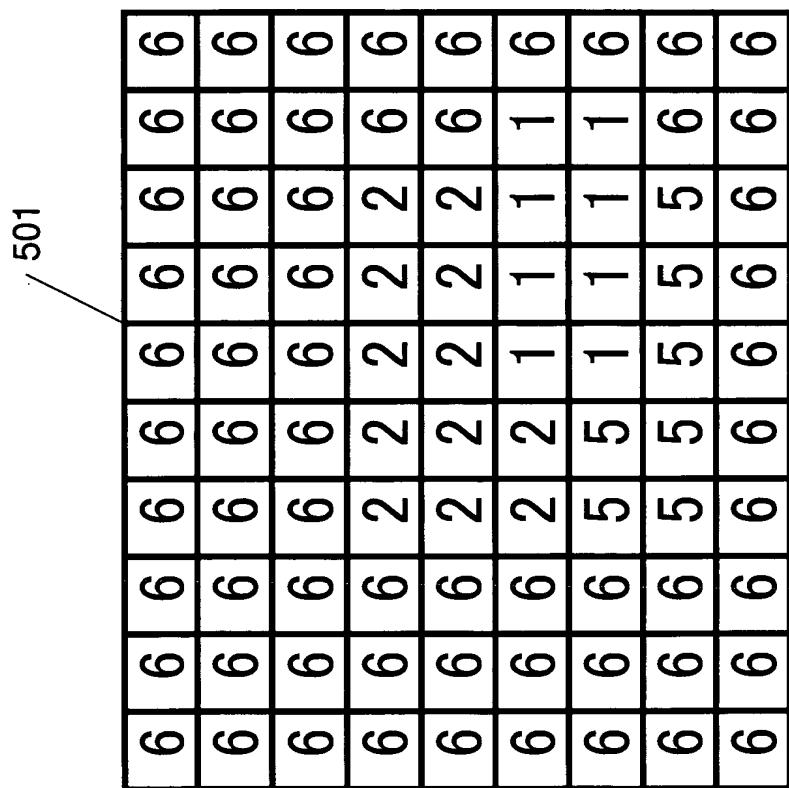
FIG.2

FIG.3

Profile Class: AToB0Tag

redColorantTag
greenColorantTag
blueColorantTag
redTRCTag
greenTRCTag
blueTRCTag
mediaWhitePointTag
...

FIG.4



A 10x10 grid of numbers. The numbers are as follows:

6	6	6	6	6	6	6	6	6	6
6	6	6	6	6	6	6	6	6	6
6	6	6	6	6	6	6	6	6	6
6	6	6	6	6	6	6	6	6	6
6	6	6	6	6	6	6	6	6	6
6	6	6	2	2	2	2	6	6	6
6	6	6	2	2	2	2	6	6	6
6	6	6	2	2	1	1	1	1	6
6	6	6	5	5	5	1	1	1	6
6	6	6	5	5	5	5	5	5	6

A pointer labeled '501' points to the number '2' in the 7th row, 4th column of the grid.

FIG.5

START

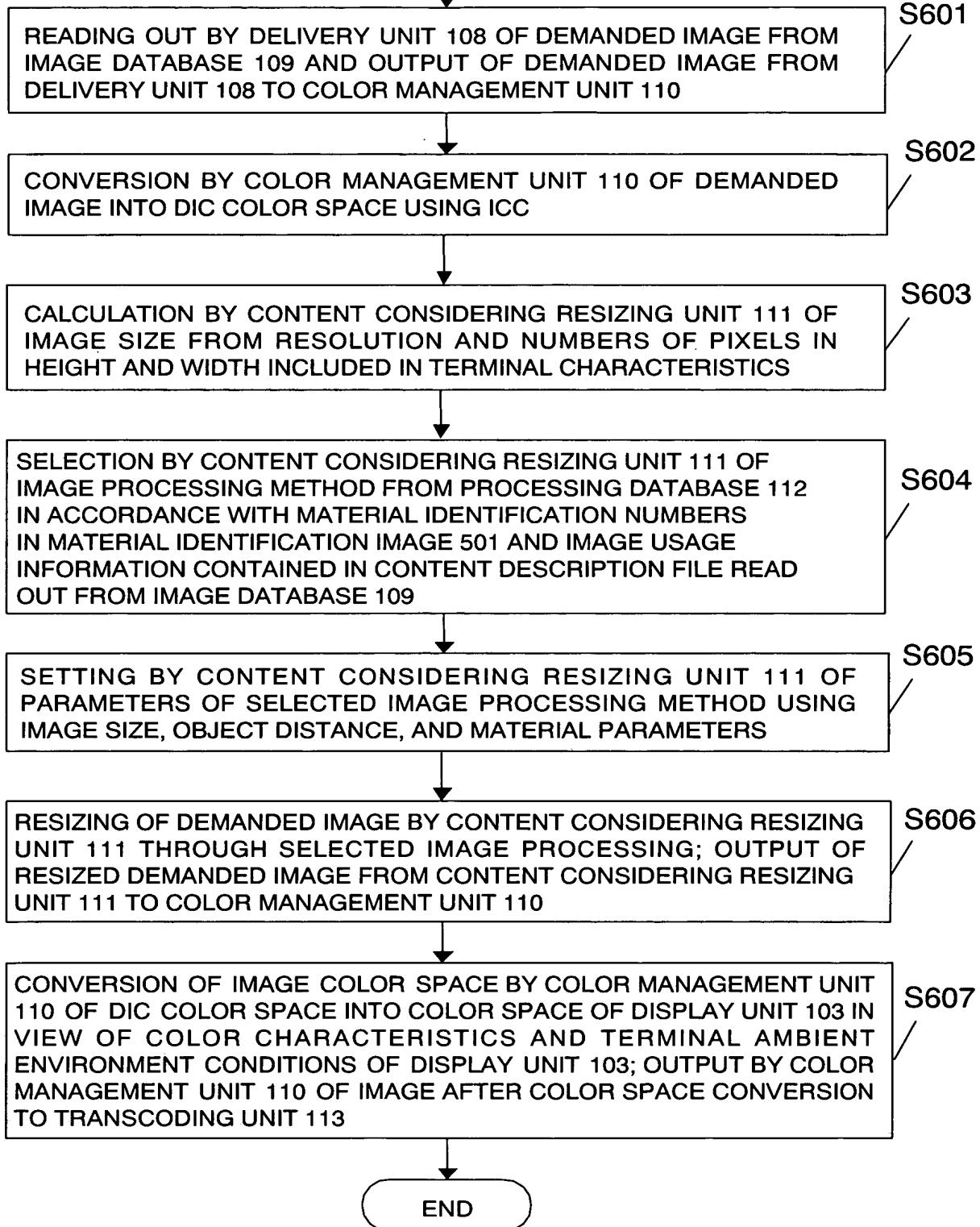


FIG.6

M. Nichogi et al.
 INFORMATION PROCESSING SYSTEM
 FOR DISPLAYING IMAGE ON
 INFORMATION TERMINAL
 MAT-8499US Cust. #23122

IMAGE USAG IDENTIFICATION NUMBER	NATURAL IMAGE	CG
1: METAL	GRANULARITY EMPHASIS PROCESSING + GLOSSINESS AND LIGHTNESS EMPHASIS PROCESSING	GLOSSINESS AND LIGHTNESS EMPHASIS PROCESSING + COLOR GAMUT ENLARGEMENT PROCESSING
2: PLASTIC	GRANULARITY EMPHASIS PROCESSING + GLOSSINESS AND LIGHTNESS EMPHASIS PROCESSING	GLOSSINESS AND LIGHTNESS EMPHASIS PROCESSING + CHROMATICNESS EMPHASIS PROCESSING + COLOR GAMUT ENLARGEMENT PROCESSING
3: VINYL	GRANULARITY EMPHASIS PROCESSING + IMAGE GAMMA CONVERSION PROCESSING + EDGE EMPHASIS PROCESSING	IMAGE GAMMA CONVERSION
4: GLASS	GRANULARITY EMPHASIS PROCESSING + IMAGE GAMMA CONVERSION	IMAGE GAMMA CONVERSION
5: CLOTH	GRANULARITY EMPHASIS PROCESSING + EDGE EMPHASIS PROCESSING	CHROMATICNESS EMPHASIS PROCESSING + COLOR GAMUT ENLARGEMENT PROCESSING
6: OTHERS	GRANULARITY EMPHASIS PROCESSING + EDGE EMPHASIS PROCESSING	COLOR GAMUT ENLARGEMENT PROCESSING

FIG.7A

MATERIAL GRANULARITY	OBJECT DISTANCE	
	30cm	50cm
$\sigma < 1 \text{ mm}$	3	5
$1 \text{ mm} < \sigma < 1 \text{ cm}$	2	3
$1 \text{ cm} < \sigma < 3 \text{ cm}$	1	2
$3 \text{ cm} < \sigma$	1	2

FIG.7B

MATERIAL IDENTIFICATION NUMBER	TARGET IMAGE SIZE	
	120x150	1280x1024
1: METAL	2	1
2: PLASTIC	5	3
3: VINYL	1	1
4: GLASS	1	1
5: CLOTH	5	3
6: OTHERS	3	3

FIG.8

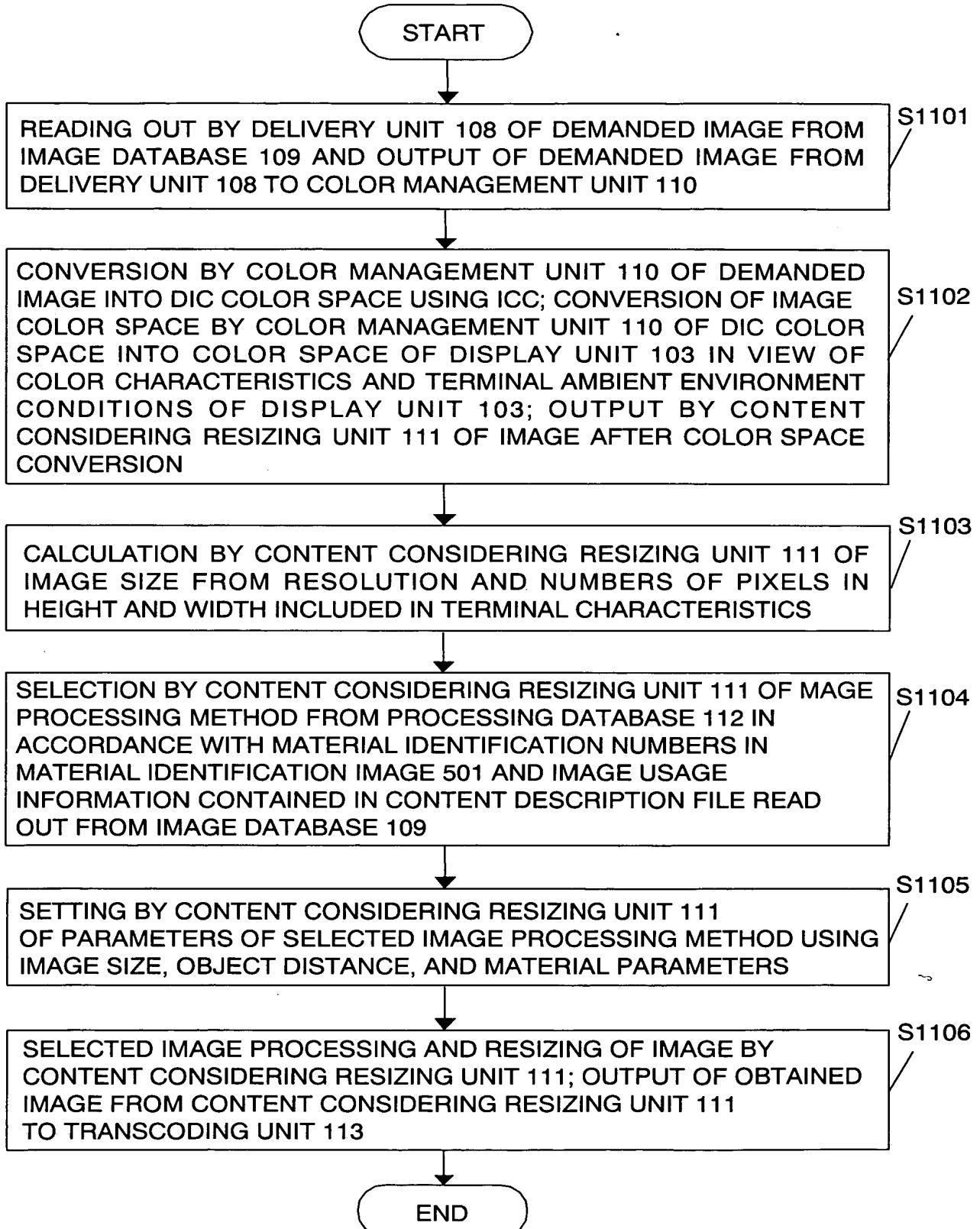


FIG.9

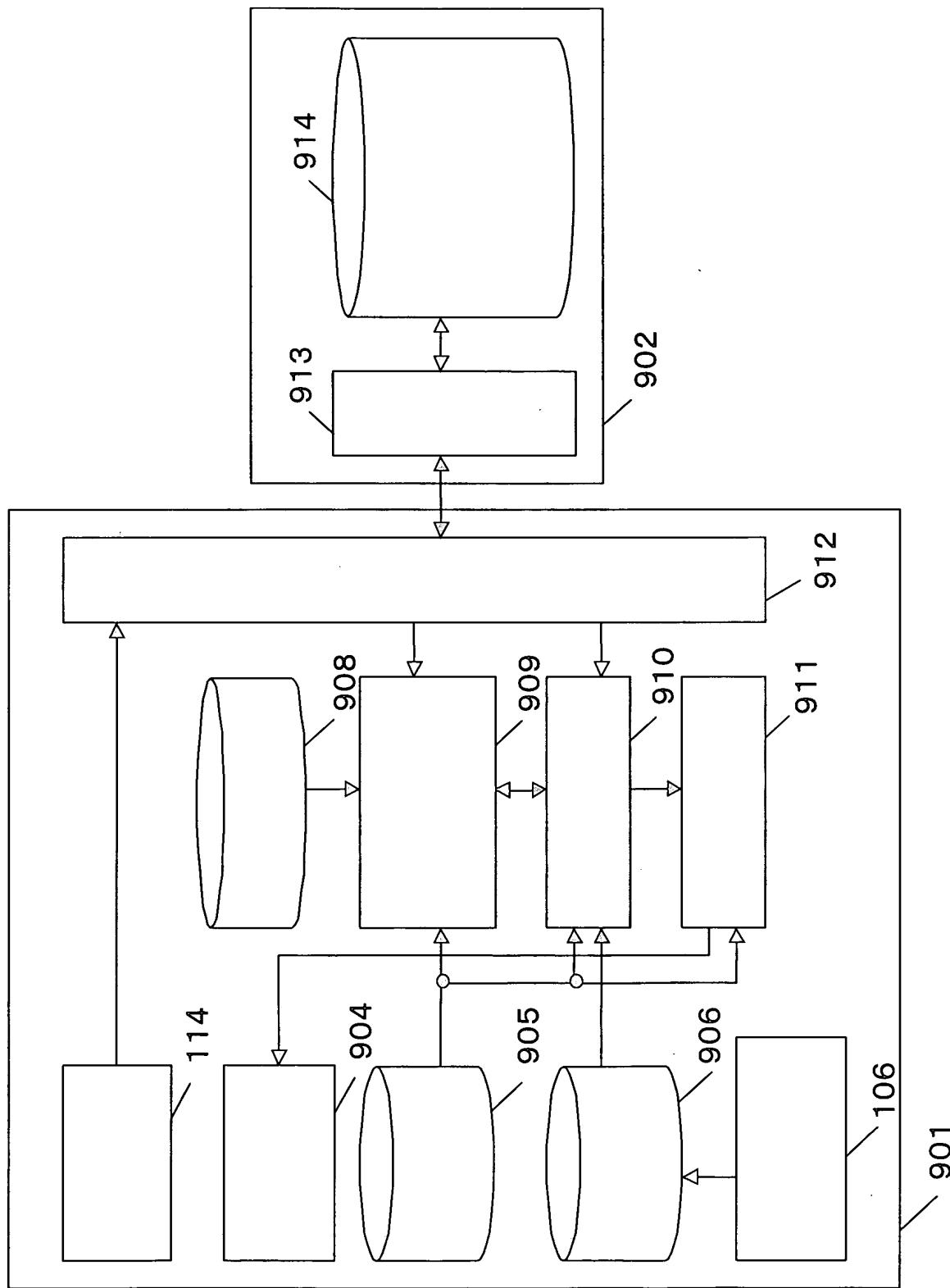


FIG.10

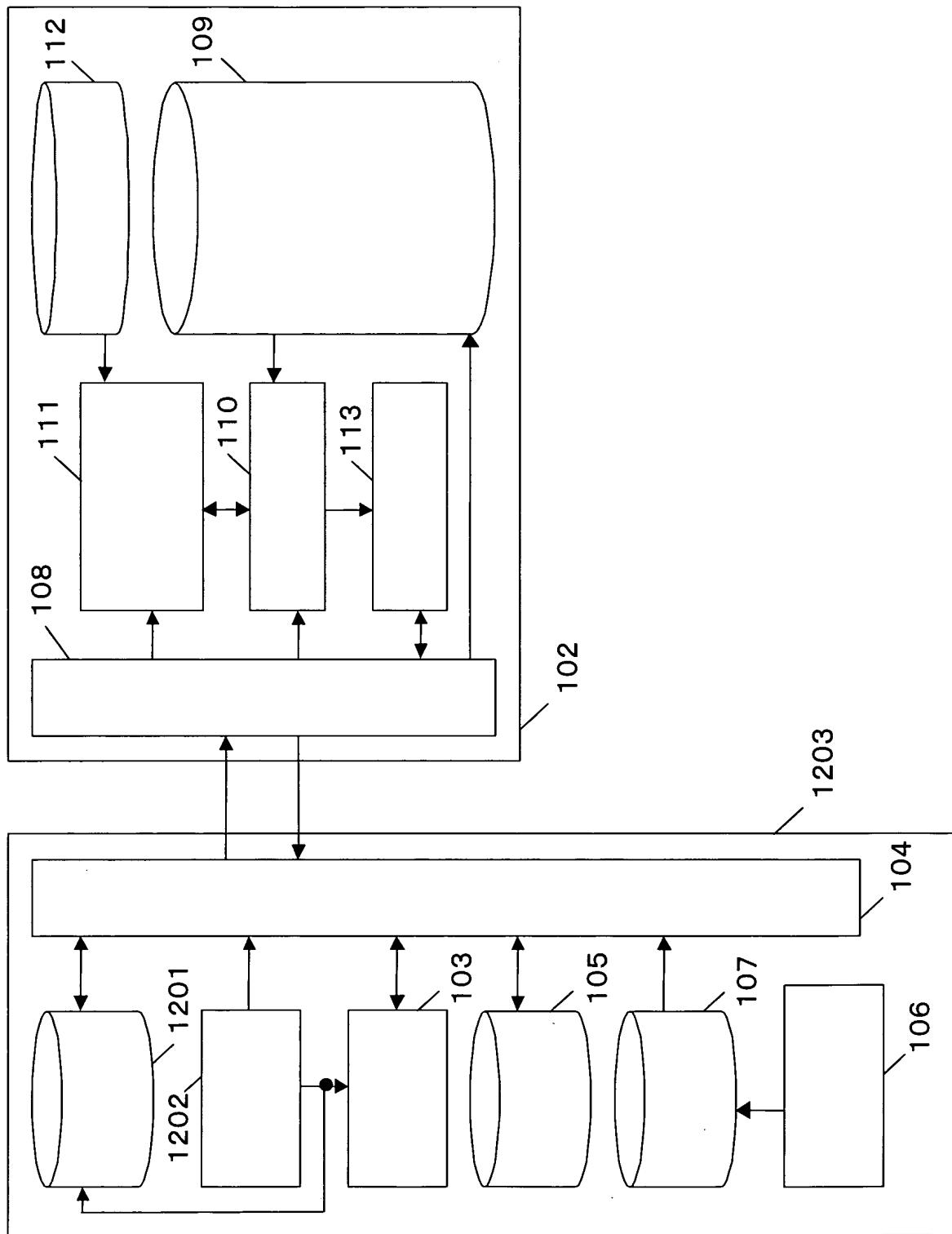


FIG. 11

USER IMAGE PREFERENCE	USER IMAGE DISPLAY HISTORY	USER PROFILE
USER A CG: TEXTURE EMPHASIS DEGREE: 5 NATURAL IMAGE: TEXTURE EMPHASIS DEGREE: 2	TEXTURE EMPHASIS DEGREE HISTORY OF FIVE LATEST IMAGES CG: 5, 3, 4, 4, 2 NATURAL IMAGE: 0, 1, 2, -1, 3	AGE 10 VISUAL HANDICAP NONE VISUAL POWER RIGHT 1.5 LEFT 1.5
USER B CG: TEXTURE EMPHASIS DEGREE: 4 NATURAL IMAGE: TEXTURE EMPHASIS DEGREE: -3	TEXTURE EMPHASIS DEGREE HISTORY OF FIVE LATEST IMAGES CG: 4, 4, 3, 2, 4 NATURAL IMAGE: -1, -4, -2, -5, 0	AGE 15 VISUAL HANDICAP NONE VISUAL POWER RIGHT 1.2 LEFT 1.3
USER C CG: TEXTURE EMPHASIS DEGREE: -2 NATURAL IMAGE: TEXTURE EMPHASIS DEGREE: 1	TEXTURE EMPHASIS DEGREE HISTORY OF FIVE LATEST IMAGES CG: -4, -2, -1, 0, -1 NATURAL IMAGE: 0, 1, 2, -1, 0	AGE 20 VISUAL HANDICAP NONE VISUAL POWER RIGHT 1.0 LEFT 0.8

FIG.12

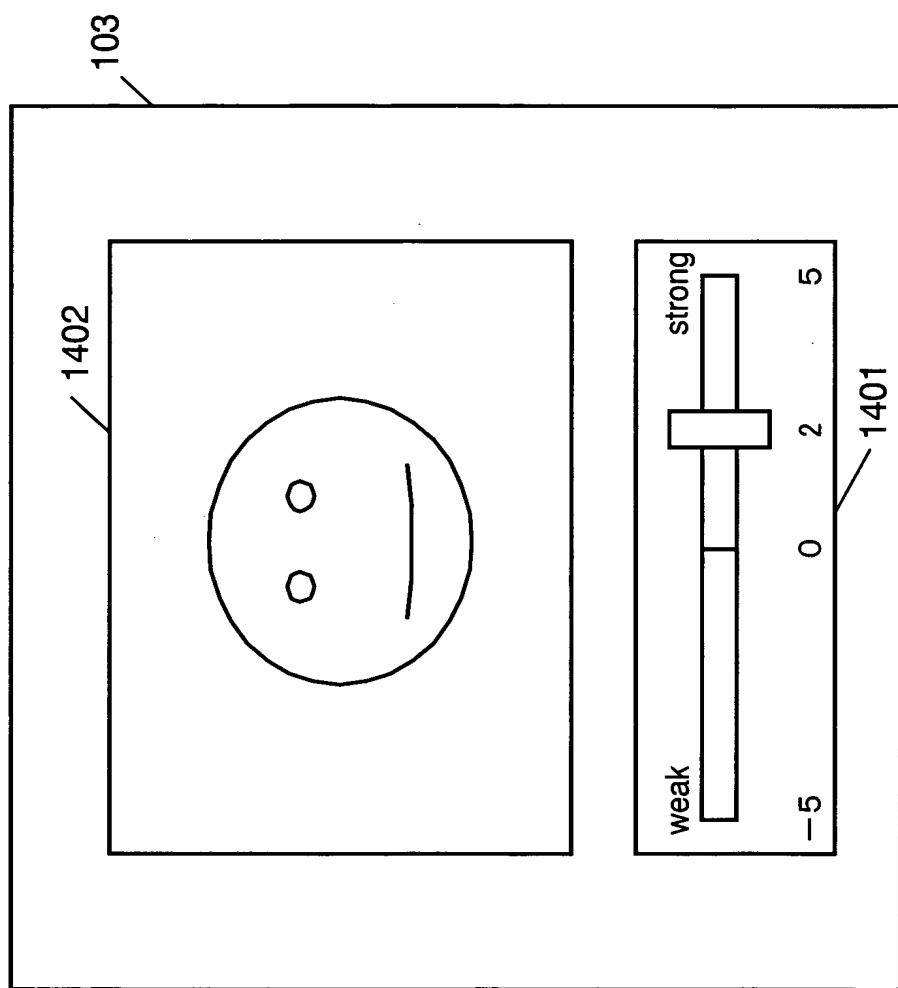


FIG. 13

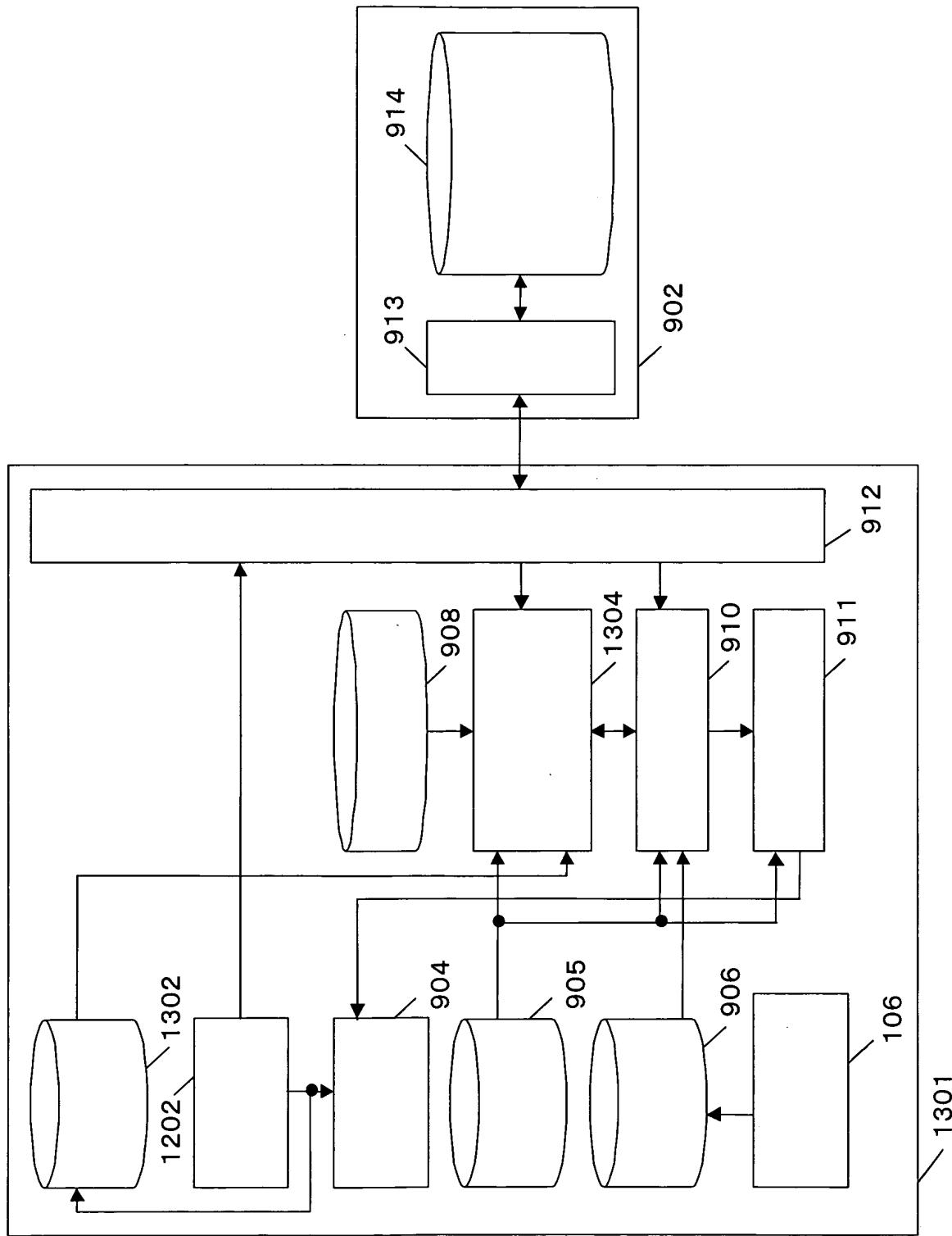


FIG.14

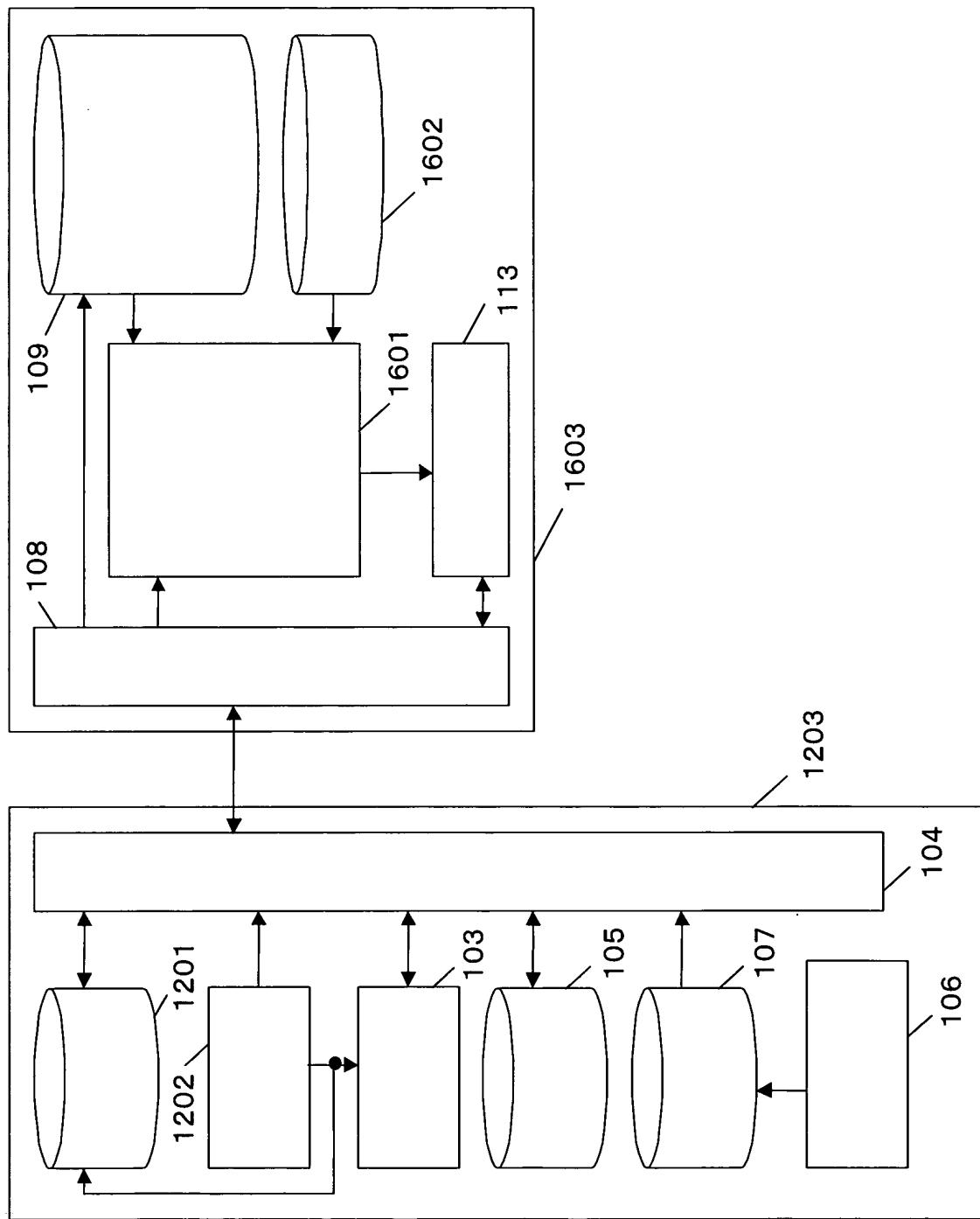


FIG.15

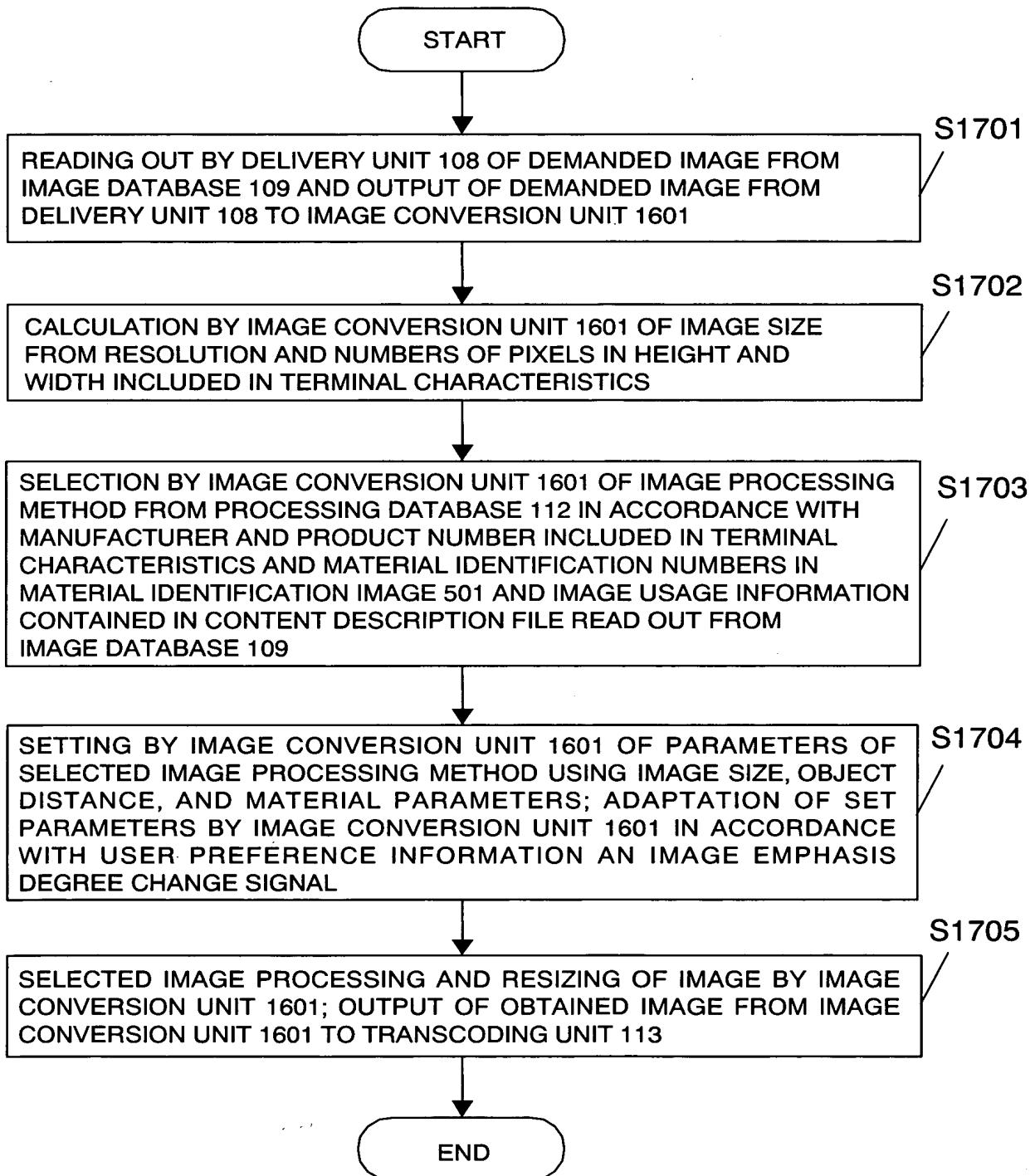


FIG.16

MANUFACTURER: MATERIAL IDENTIFICATION NUMBER	MANUFACTURER A: A001	MANUFACTURER B: B001
1: METAL	LUT + GRANULARITY EMPHASIS PROCESSING + GLOSSINESS AND LIGHTNESS EMPHASIS PROCESSING	3 x 3 MATRIX + GLOSSINESS AND LIGHTNESS EMPHASIS PROCESSING
2: PLASTIC	LUT + GRANULARITY EMPHASIS PROCESSING + GLOSSINESS AND LIGHTNESS EMPHASIS PROCESSING	3 x 3 MATRIX + GLOSSINESS AND LIGHTNESS EMPHASIS PROCESSING
3: VINYL	GRANULARITY EMPHASIS PROCESSING + IMAGE GAMMA CONVERSION PROCESSING + EDGE EMPHASIS PROCESSING	GRANULARITY EMPHASIS PROCESSING + IMAGE GAMMA CONVERSION PROCESSING + EDGE EMPHASIS PROCESSING
4: GLASS	GRANULARITY EMPHASIS PROCESSING + IMAGE GAMMA CONVERSION PROCESSING	GRANULARITY EMPHASIS PROCESSING
5: CLOTH	LUT + GRANULARITY EMPHASIS PROCESSING + EDGE EMPHASIS PROCESSING	3 x 3 MATRIX + GRANULARITY EMPHASIS PROCESSING + EDGE EMPHASIS PROCESSING
6: OTHERS	GRANULARITY EMPHASIS PROCESSING + EDGE EMPHASIS PROCESSING	GRANULARITY EMPHASIS PROCESSING + EDGE EMPHASIS PROCESSING

FIG.17

